



# T20 Competition Rules 2023/24

The 2023/24 “NDCA T20 competition” (‘TTC’) is open to member clubs affiliated with the Nepean District Cricket Association (‘NDCA’).

The TTC is to be played in accordance with the NDCA 2023/24 Competition Rules (*available on the NDCA website under ‘Documents’*) except for the following T20 Comp-specific details/rules referenced below.

## 1. TTC COMPETITION DETAILS:

- 1.1 There will be five (5) rounds commencing 3 December 2023; **finals will be played on Sunday the 21<sup>st</sup> January 2024 (1v2)**
- 1.2 Matches will be played on Sunday mornings only
- 1.3 Matches will be allocated 3 hours - to commence at 9am and finish at 12pm (i.e. 80 mins per team with a 20 min tea break)
- 1.4 **NDCUA will appoint umpires to each match (if possible) and if appointed, NDCA will subsidise 50% of the T20 umpire fees (\$30 per team per match, therefore the NDCA will subsidise \$15 of the cost per team)**
- 1.5 NDCA will supply all cricket balls to be used in the 2023/24 TTC (Kookaburra Practice white ball)
- 1.6 2023/24 TTC will be split into divisions based on number of teams nominated and overall player gradings (if applicable)
- 1.7 All matches are to be scored using either the PlayHQ e-scoring app or a physical scorebook (a minimum of one scorebook to be used if e-scoring, otherwise two scorebooks must be used)
- 1.8 A team will consist of nine (9) players, with a minimum of seven (7) players required per side, to start a match
- 1.9 All TTC matches are single innings per side matches and therefore no outright result shall be possible
- 1.10 Competition points for the 2023/24 TTC will be applied as per existing NDCA 2023/24 Competition Rules

## 2. GENERAL DETAILS:

- 2.1 In all T20 matches both teams must be ready to start at the defined time – 9am. Both teams must have a minimum of seven (7) players to enable the team to take the field of play. A team may claim a forfeit when the opposing team is not ready to take the field ten (10) minutes after the scheduled, or re-scheduled start time for the innings in which the offending team will be fielding.
- 2.2 Where a team has not bowled the required number of overs at 10.20am (i.e. 80 minutes from 9am) then:
  - (a) The team will continue to bowl until either the twenty (20) overs have been bowled, or the batting side is dismissed. The score for the team batting first (1st) shall be the score recorded at the conclusion of the innings – the twentieth (20<sup>th</sup>) over, all out, or the innings declared.
  - (b) The team batting second (2nd) shall only be entitled to receive the same number of overs as was completed by them, or in-progress at 10.20am.
  - (c) The team with the greater score at the conclusion of both innings shall be declared the winner.
- 2.3 In an uninterrupted match, the team scoring the highest number of runs shall be the winner, irrespective of the number of wickets lost by either team. Should an uninterrupted match conclude with both teams on an equal number of runs, the match shall be declared a tie, irrespective of the number of wickets lost by either team.

- 2.4 If inclement weather delays the commencement of a match, each innings shall be reduced in length by one (1) over for every seven (7) minutes of playing time lost (i.e. 3.5 mins per side). If no play is possible within 90 minutes of the scheduled starting time, play shall be abandoned, and the match declared a draw
- 2.5 Should inclement weather or related ground conditions prevent the team batting second receiving its allotted number of overs, and providing that both sides have faced a minimum of ten (10) overs, the winner shall be determined by a simple run rate calculation - whereby dividing the number of runs scored by the number of overs faced, calculated to two (2) decimal places. Should this calculation result in an equal result for both teams, the match shall be declared a tie. However, if either team has not faced ten (10) overs, the match shall be declared a draw, unless a result is reached beforehand. For the purposes of this rule and the calculation of run- rate, a team that is dismissed prior to receiving its full allotment of overs shall be deemed to have faced its full allotment of overs
- 2.6 Field/Fielder restrictions apply as per NDCA 2023/24 Competition Rules.

### 3. BOWLING REQUIREMENTS:

- 3.1 **Bowlers will alternate between ends as per existing MCC rules**
- 3.2 No bowler shall be permitted to bowl more than 3 overs (maximum) per match (excluding Final Series)
- 3.3 Each over must contain 6 legitimate balls (there is no maximum number of balls per over)
- 3.4 **Any ball bowled down leg side and not struck shall be deemed a wide ball and will be re-bowled until a legitimate delivery occurs**
- 3.5 Local No-Ball Rule (Section 16) of NDCA 2023/24 Competition Rules is applicable
- 3.6 Any no ball (including balls that land off the pitch) will result in the next ball to be considered a “free hit” to the batting team. **A free hit (is not an extra ball on top of existing NDCA and MCC Laws) just enables the striker to avoid being dismissed in any way that would result in a wicket being credited to the bowler.** The other modes of dismissal continue to be available, specifically handled the ball, hit the ball twice, obstructing the field and run out. The fielding captain may only modify the field for a free hit if the batters have changed ends on the preceding ball (the ‘no ball’ ball). This rule applies until a legitimate ball is bowled, for example:
  - Ball 1 is declared a no ball so next ball (ball 2) is a free hit (i.e. striker cannot be dismissed in any way that the wicket could be credited to the bowler)
  - Ball 2 (the free hit) is declared a wide, the free hit has not be used even if runs are scored and the next ball (ball 3) remains the free hit
  - Ball 3 (the free hit) is declared a no ball, again the free hit has not been used even if runs are scored and so the next ball (ball 4) remains the free hit
  - Ball 4 (the free hit) is defended by batter = therefore the “free hit” is now complete.

### 4. BATTING REQUIREMENTS:

- 4.1 Mandatory retirement once a batter reaches 30 runs – the retired batter can return to the crease upon fall of last wicket
- 4.2 All batters are required to abide by the existing NDCA helmet policy – refer to Section 25 of the NDCA 2023/24 Competition Rules regarding helmet compliance.

## 5. FINALS SERIES:

- 5.1 A Grand Final is to be played on Sunday the 21<sup>st</sup> January 2024. The two (2) highest placed teams at the conclusion of the regular T20 Competition rounds will qualify to play each other in a Grand Final for each grade (i.e. 1v2). Teams can only play each other from within their own division.
- 5.2 Sections 1 to 4 (above) and the NDCA 2023/24 Competition Rules (where applicable) apply to all finals matches.
- 5.3 In the event that scores are tied at the completion of a finals match, the match shall be decided by a Super Over.

### Super Over

- 5.4 The following shall apply to each Super Over:
  - i. The initial Super Over will commence five (5) minutes following the conclusion of the finals match and will be played on the same pitch and bowled from the same end as utilised throughout the finals match
  - ii. Prior to the commencement of the Super Over, each team is to elect three (3) batters and one (1) bowler. The nominated players are to be made clear to opposing captains and umpire, prior to the commencement of the 1<sup>st</sup> ball of Super Over.
  - iii. The team that batted 2<sup>nd</sup> in the finals match will be the team to bat 1<sup>st</sup> in the Super Over
  - iv. The same ball used on the final ball of the 2<sup>nd</sup> innings of the finals match is to be used by the respective teams in the Super Over
  - v. The team to bat 2<sup>nd</sup> in the Super Over will have seven (7) minutes following the conclusion of the 1<sup>st</sup> batting team's Super Over, to commence their Super Over
  - vi. **The loss of two (2) wickets in a Super Over will end that team's Super Over**
  - vii. The team scoring the most runs in their Super Over will be declared the winner of the match
  - viii. In the event that teams have the same score after the Super Over has been completed, the teams will play one (1) additional Super Over. In this instance:
    - a) the team that batted 2<sup>nd</sup> in the initial Super Over will bat 1<sup>st</sup> in the additional Super Over
    - b) each team is to elect three (3) batters and one (1) bowler (they can use the same selections from their initial Super Over if they wish) for the additional Super Over
    - c) the additional Super Over is to commence five (5) minutes after the conclusion of the initial Super Over
    - d) the team who is batting 2<sup>nd</sup> in the additional Super Over has seven (7) minutes following the conclusion of the 1<sup>st</sup> batting team's additional Super Over, to commence their additional Super Over
  - ix. In the event that the additional Super Over did not decide the match winner (i.e. the scores remained tied after both an initial and additional Super Over) then the highest placed team (from regular rounds) will be appointed the winner